

A LOOK BEHIND THE SCENES AT

AMIGA
FORMAT



A SPECIAL NEWSLETTER – FOR SUBSCRIBERS ONLY

Backstage

Welcome to the CD revolution



It's Steve Jarratt's third issue of *Amiga Format* and you'll already have spotted some changes – not only amongst the staff. Well, you ain't seen nothing yet! Er...

ware (as if Amiga software wasn't good enough!), but our advice is to stick with it – at least until Christmas when titles such as *Scavenger 4* and *The Lost Eden* start to appear.

And who knows what CD-related antics Commodore have hidden up their sleeves? My own personal wish is that the new and improved Commodore (no, they still haven't been bought) will release a redesigned CD³² Mark 2 so that it at least looks the part; and will develop an extended A1200 for the market with built-in CD-drive. Oh, and hurry up with the AAA machines as well.

However, there is a downside to the CD revolution. Already, CD piracy is becoming a worry; previously when some moron received a floppy disk, their theft was limited to a few hundred K of data – a couple of games, or maybe a utility or two.

Now they're getting 650Mb of stuff: which (with a bit of crunching) is about enough room to store every single thing *Amiga Format* has ever put on its Coverdisk!

Just to put all this into context, The Federation Against Software Theft (FAST) recently carried out three raids in which 500 recordable CD-ROMs were seized – they were found to contain an estimated £10 million's worth of illicit software.

Obviously, the temptation of owning an entire Amiga library of software on only one disc is going to be very strong, but the idea of CD-ROM is not to provide a one-stop shopping catalogue for pirates. If CD is just going

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ISSUE SIXTY-TWO
AUGUST '94

What I Do



Jason Holborn
Staff Writer

Although I'm a relatively new face on *Amiga Format*, many of you may have already seen my name (and my ugly mug) plastered within the pages of past issues of *Amiga Format*, AF's sister magazine *Amiga Shopper* and even some erm... other less desirable titles. I've now 'returned to the fold' (as AF's publisher put it), but I have been writing for Amiga magazines for well over six years now.

I left college back in 1988, began my career in Unix systems programming, but was thankfully rescued from that by Future Publishing to help launch its then new title, *ST Amiga Format*. *Stamiga* (as we used to call it) was pretty special back then – not only did it cover the two most 'happening' machines of the time – the ST and the Amiga – but it was the first computer magazine ever to feature a Coverdisk (a dual format disk, for that matter!).

Continued overleaf ➤

At last, with the appearance of Indi Direct's Zappo drive (and with other, similar drives on their way) the A1200 can climb on to the CD-ROM bandwagon – and a good thing too. Now perhaps Amiga developers can get on with writing code to make use of the vast storage space and interactivity afforded CD users.

Already the promised potential of CD-ROM is beginning to materialise. And not just as a pretend hard drive; after the first batch of intro-heavy port-overs, the CD³² will soon be playing host to all manner of dedicated CD games, such as *Mega Race*, previewed in ScreenPlay, this very issue.

Programmers are only just starting to get to grips with the medium, and therefore the Amiga can now step in and benefit from the thousands of man-hours expended in exploring and optimising CD-ROM programs on the PC and Mac.

Several readers have written in to *Amiga Format* bemoaning the lack of 'real' CD³² soft-

ware (as if Amiga software wasn't good enough!), but our advice is to stick with it – at least until Christmas when titles such as *Scavenger 4* and *The Lost Eden* start to appear.

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As the ST and Amiga markets continued to expand, *ST Amiga Format* split into two magazines - *Amiga Format* and *ST Format*, the latter of which is still going very strongly indeed. Being a complete Amiga nut, I was moved across to work as the Technical Editor on *Amiga Format*, a position which I held for about a year. I then left to pursue a career as a freelance writer, but I never forgot *Amiga Format* - just look through any of the last 62 issues and there's a very good chance you will find something from Jason Holborn in there somewhere!

Freelancing does have its perks (not having to get out of bed until 2pm, for example!), but there's nothing quite like the excitement and challenge that working full-time on a magazine provides. Now, some four years after leaving *Amiga Format*, I've well and truly come home. A steady income, plenty of free coffee (not to mention Frank's Harry Enfield impressions and Sue's bubbly enthusiasm) are all trappings of magazine life.

Amiga Format is a totally different magazine from the one that I left all those years ago - it's bigger (*Amiga Format* issue 1 had only 114 pages!), brighter and a whole lot more exciting. Leaving any magazine that you helped to launch is always a worrying experience, but *Amiga Format* is stronger than it has ever been. It's now a much more focussed magazine that caters for its readers better than ever before. All credit must go to Bob, Damien, Marcus and *AF*'s current editor, Steve Jarratt.

AF isn't the only thing that has changed - the Amiga scene has altered a great deal too. Back when *ST Amiga Format* was launched, state of the art meant an A500 with 512k of RAM and Kickstart 1.2 (yes, 1.3 hadn't even been launched back then!). These days we have 32-bit Amigas with millions of colours (rather than just 4,096); and a Workbench that bears little resemblance to the one we used on *ST Amiga Format*. A very large percentage of *AF* readers now have hard disks too - in 1988, even the Amigas we used on the magazine didn't have hard drives! How times have changed.

to turn into an easy way of backing up code to give to people, we may as well not bother. It will kill off CD development before it has even begun. So don't let the pirates get away with it.

That nice mister Baguley (ex of *Amiga Format* and now editor of *Amiga Shopper*) just

New at AF



Steve McGill



Sue Grant

Amiga Format wouldn't be *Amiga Format* if things stayed the same and so, with a tear in my eye and a lump in my throat, I have to announce the impending departure of Julie 'Jules' Tolley.

Yes, following in the wake of Rich Baguley and Rob Mead, Jules is off to pastures new on a top secret project down in the quaint old market town of London (south of Watford, apparently). Much of *Amiga Format*'s style, drive and lack of typographical errors can be laid firmly at the door of Jules. We bid her a fond farewell and rest assured that she will remain in our collective memory for years to come...

Right. Now old whatsername has gone, we can give a rousing cheer for Sue Grant who moves over from our sister publication *Super Play* - Future's best-selling Super Nintendo mag - to replace... oh, thigny... as the deputy editor of *AF*.

Sue has a well-deserved reputation as something of a whip-cracking kamp commandant and will no doubt make sure the *AF* crew get their arses in gear and get the mag running smoothly. Which would make a change...

And talking of changes, here's yet another one! We've signed Steve McGill for an undisclosed fee from the *Amiga Power* team. Steve has agreed personal terms and will be slotting into the *AF* midfield alongside Stephen Bradley as a staff writer.

handed me a sheaf of papers headed 'MA Design and Production of Interactive Games', and I thought it might be of some interest to you, the dedicated followers of *Format*...

The MA DPIG is one of two new programmes run by the Centre for Electronic Arts (a BA in Design and Technology of Video Games is to follow in 1995) at Middlesex University. Starting from October 3, 16 lucky students will be enrolled on the course which is aimed at taking people with specialist skills - programming, design, music, etc - and applying their talents to the art of interactive entertainment products. Video games, basically.

The course runs for a whole year (that's a 'student' year, of course, which is actually 45 weeks long) and the course costs (gulp) £5,400. However, students will be sponsored by games companies, providing course fees, a yearly living allowance plus work experience for the 15 weeks of the second term.

Since the Amiga is one of the best machines on which to practise programming, art and design or electronic music, I figured you'd be the best people to mention this to.

So, if you want 'in' to the games market and can handle the sharp end of a computer, application forms are available from Maureen Burke on 081-362 5159 (fax 081-440 9541), at the Faculty of Art, Design and Performing Arts, Middlesex University, Cat Hill, Barnet, Herts EN4 8HT.

But be warned: successful entrants must be able to present a portfolio of their previous work and they have to be educated to honours degree standard. It sounds tough, I know, but you're pretty much guaranteed a job in the games industry on graduating, which is no bad thing.

Write to Backstage

If there's anything you would like to see in *Backstage* or *Amiga Format*, write to:

**Backstage,
Amiga Format,
30 Monmouth Street,
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Subscriber Superdisk

Issue 62 • August 1994

Jason Holborn scours the Public Domain libraries to bring you a disk packed with useful utilities, gripping games and poignant programs...

ON THIS MONTH'S DISK...

On this month's Subscribers' Superdisk we have the following Public Domain and Shareware programs and files:

*GAMES – We've got not one, but two games for you this month. *Piper* is a brilliantly playable *PipeMania* style of game and *Cracked* is a *Mastermind* clone.

*MAGIC MENU – Having to move the mouse pointer up to the menu bar every time you want to access the pull-down menus can be a bit of a drag, but not any more – enter *Magic Menu* stage left!

*SUPERDUPER 3.0 – Is it a bird? Is it a plane? Nope, it's *SuperDuper!* – the all singing, all dancing disk copier, disk formatter and general disk everything utility.

WORD SEARCH – Give your friends something to think about with this fun *Word Search*

generator. Just feed *Word Search* a list of words of your choice and it does the rest.

REPLEX – Tired of having to edit an icon's Tool Types every time you wish to view a text file from Workbench? This handy utility automatically forces all text files to use your text viewer utility.

AMIGA DIARY – Never forget another birthday or important event with *Amiga Diary*, the diary on your computer screen.

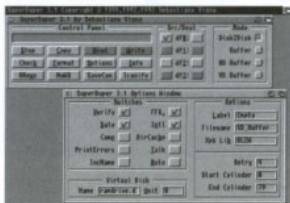
IMAGINE OBJECTS – Enhance your ray-traced masterpieces with these brilliantly-crafted Public Domain 3D objects.

MUSIC-X SAMPLES – Get down to the funky beat with these happening samples for our *Music-X* Coverdisk.

*Require Workbench 2 or above.

GETTING STARTED

This disk is not bootable, so to access the programs on it you'll need to boot up your machine using your normal Workbench disk. In order to pack on a large number of files, we've compressed all of them using Stefan Boberg's LHA program, but don't panic. To decompress them, all you need to do is click on the appropriate icon. This starts off a script which decompresses the programs and files to the RAM disk. You can then run them from here, or copy them to another disk.



It may look like just another utility but *SuperDuper!* is possibly the most powerful Workbench disk copier and formatter available.

drive machine, simply select DF0: as the source and destination drive. Finally, click on Copy and the copy process will start. Simple!

MAGIC MENU

Magic Menu's author, Martin Kornidorfer, is obviously a very lazy chap – so lazy, in fact, that he's actually felt it necessary to write a utility that removes the need to move the mouse pointer up to the menu bar. With *Magic Menu* installed, all you have to do is to press and hold the right mouse button and the menus will appear below the pointer.

It may sound like a gimmick, but *Magic Menu* is a genuinely useful program. Not only does it give Workbench what PC users call pop-up menus (as opposed to the pull-down menus that the Workbench uses), but it also

Continued overleaf →

GAMES

In these days of wonderfully colourful AGA graphics and CD-quality sound tracks, it's good to see that not all programmers have neglected the all-important ingredient of playability. On this month's disk you'll find two Workbench 2.0-based games called *Piper* and *Cracked*. Both may look simple, but play them just once and you'll be totally hooked!

Piper is a superb version of the classic puzzler *PipeMania*. The aim is to construct a pipeline using the four pieces of pipe which are provided at the top of the window. As you select and use a piece of pipe, a new piece replaces it, so speed is of the essence. However, oil starts to flow down the pipeline as soon as you start the game and if you spill any it's end of game time.

If you want something completely different, then try *Cracked*. Based on the *Mastermind* board game, the idea is to crack a four-symbol code in no more than seven guesses. Good luck – you're going to need it!

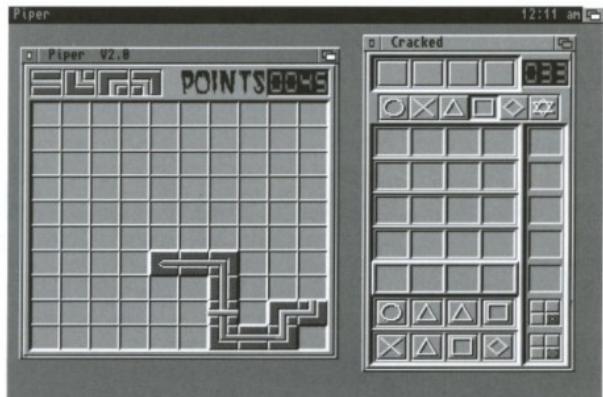
Both of the games are limited Shareware releases. Although they are fully playable, you can only play them twice in one session. Once you've played twice, the game quits and if you want to play again, you'll need to reload it.

SUPERDUPER 3.0

This utility is possibly one of the most useful we've ever featured on our Subscribers' Superdisk. Short for *Super Duplicator*, *SuperDuper* was originally designed to be the last word in Amiga disk copiers, but it has since mutated into something far more won-

derful and can happily copy disks, format them and even check them for errors.

Getting *SuperDuper* up and running is child's play. Simply double click on its icon and a window containing lots of lovely gadgets appears. To copy a disk, locate the Src/Dest group of gadgets and click on which drive holds the source disk and which holds the destination. *SuperDuper* automatically ghosts any drives that aren't available. If you have a single



Test your reactions with *Piper* and get the grey matter working overtime with *Cracked*, the excellent Workbench 2 games based on the classics *PipeMania* and *Mastermind*.

COVERDISK EXTRA

Every month we aim to provide you with a selection of support files for use with some of the more popular programs we've featured on *Amiga Format's* Coverdisks over the past few months. Check out what we've got for you this month...

IMAGINE OBJECTS

Lurking on this month's Subscribers' Superdisk you'll find two 3D objects for use with Impulse's great 3D ray tracing program, *Imagine*, which was on the AF53 Coverdisk. The first object F1SEAGLE.OBJ is a highly detailed McDonald Douglas F-15 Strike Eagle fighter plane like those which saw service during the Gulf War. In the same drawer you'll find a second object called GALACTICA.OBJ which is a BattleStar spaceship from the film *Battlestar Galactica*.

MUSIC-X SAMPLES

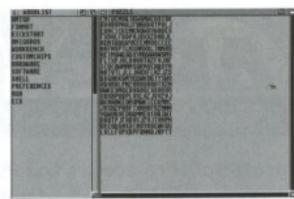
Unless you're lucky enough to own your own sound sampler, the chances are that you're



The F-15 Strike Eagle saw action in the Gulf War and is now the star of the Subscribers' Superdisk.

starting to feel a little held back by the samples that we supplied with the *Music-X* MIDI sequencer on the AF58 Coverdisk.

In the drawer entitled MX-Samples you'll find a whole bunch of new samples which can be loaded into the *Music-X* Amiga Samples page and then used in your own musical creations.

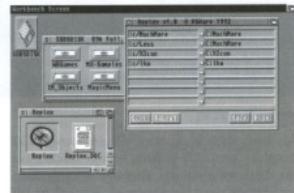


Enjoy hours of good clean family fun with this super little *Word Search* puzzle generator.

REPLEX

Replex is one of those utilities that no PD fan should be without. It provides a quick and easy method of fooling a Workbench project (an image file or word processor document, for example) into thinking that the program that created it (its default tool) is available even if you haven't got the program. Instead, the file can be made to load into an entirely different program altogether.

A prime example of this is the text files that you get with programs on Public Domain disks. Instead of having to alter the Tool Types of every single document icon so that the text viewer utility on your hard disk is used, you can use the *Replex* program to force your text viewer to be loaded.



Replex comes into its own for viewing text files that come with Public Domain disks.

- ◆ enhances the look and feel of your pull-down menus by patching the Operating System so that all menus appear bevelled. You can load *Magic Menu* simply by double clicking on its icon.

AMIGA DIARY

Amiga Diary is a quick and easy method of feeding in all your appointments and other important events such as birthdays and anniversaries which the program will then monitor. When the system clock reaches a particular date, a little window pops up on to the Workbench to remind you to visit the dentist/pay your rent/buy your partner some chocolates for their birthday or whatever.

WORD SEARCH

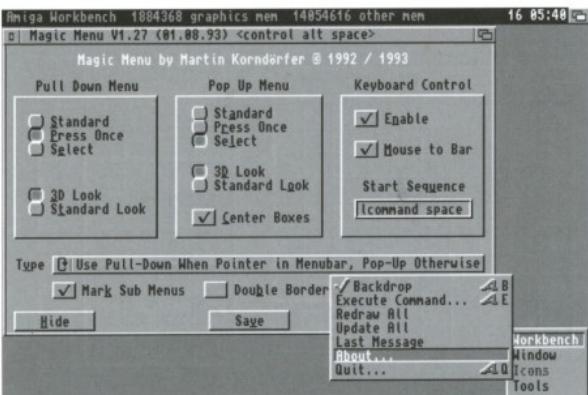
This is an amusing little program for generating your own *Word Search* puzzles. All you have to do is to feed it a list of words and the program does the rest. You can then print it out (along with a list of the words to be found) and Bob's your uncle - hours of fun for all the



Amiga Diary is a useful way of making sure you don't forget important engagements.

family! To run *Word Search*, double click on its icon and the program loads. You are then presented with two windows - a Word List and a Puzzle window.

Once you've told the program how big the puzzle should be, type in a list of words into the Word List window, select Generate->New Puzzle from the Puzzle menu and then select Puzzle from the Display menu to view your puzzle. Simple eh!



Written by Martin Kordorfer, *Magic Menu* may seem like a gimmick for Amiga users who can't be bothered to move the mouse pointer, but it's actually quite a useful program.

BYE BYE TO WORKBENCH 1.3

They say that time waits for no man and this applies to old versions of Workbench too. As from this issue, the Subscribers' Superdisk says goodbye to Workbench 1.3. Although we may occasionally feature programs that will run on this very old version of the Operating System, it will become increasingly unusual.

Workbench 2.0 has been with us for over four years now and if you haven't upgraded yet then we may recommend that you upgrade your machine as soon as possible. Not only will you be able to continue to use all the lovely software that will be on future Subscribers' Superdisks but you'll have a much better machine to boot...

If you have any suggestions, comments or programs that you would like to see on the Subscribers' Superdisk, please write to:

Jason Holborn
Amiga Format Subscribers' Superdisk
Future Publishing
30 Monmouth Street
Bath, Avon BA1 2BW